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## Jensen & Puntigam

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			TECHI	NOLOGY CENTER 3700
To:	'John M. Hotaling	From:	Clark A. Puntigam	
Fax:	703 746 3236	Date:	October 8, 2002	
Phone	o:	Pages:	5 including cover sh	eet
Re:	U.S. Patent Application			
	Serial No. 09/669,087			
	VIDEO GAME SYSTEM US	ING		
	TRADING CARDS			
□ <b>U</b> ŋ	gent V For Review 🗆	Please Comment	☐ Please Reply	☐ Please Recycle
•Com	ments:			
	would appreciate the Hotaling, Art Unit 37		y of this comm	nunication to Mr.
Short cont	uld there be any pro act us at (206) 448-32	oblems with the 00. We apprec	e delivery of iate your assis	this fax, please tance.
Thai	nk you,			
lans	en & Puntigam PS			

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JENSEN & PUNTIGAM

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I hereby certify that this correspondence is being transmitted by facsimile to the United States Patent and Trademark Office Assistant Commissioner of Patents, Washington, D.C. 20231 on October 8, 2002,

Clark A. Puntigam

Name

Date of Signature

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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant

Carl P. Pearson

OCT 0 8 2002

Serial No

09/669,087

Filed

September 25, 2000

**TECHNOLOGY CENTER 3700** 

For

VIDEO GAME SYSTEM USING TRADING CARDS

Art Unit: 3713

Examiner: Hotaling, J. Date: September 12, 2002

Assistant Commissioner for Patents

Box Non-Fee Amendment Washington, D.C. 20231

## RESPONSE

Dear Sir:

Please amend the above-identified application as follows:

## In the Claims:

wideo game system using trading cards, (twice amended) A comprising:

an electronic game system for use with a video screen for displaying the playing of a video game featuring characters on associated having characteks the cards, information, including characteristics which define the playing of the game, the electronic game system including a control system for carrying out the video game and controlling the display on the screen in accordance with a stored software program and in accordance with the character information associated with the trading cards selected by the players of the game for use in the game;

trading cards having characters indicated thereon for

playing the video game;

an identification system for identifying the trading cards

selected by players for playing the video game;

a server control unit for connecting the electronic game

system to a website through a global computer network; and a processing system for verifying that the players have